



This article needs some TLC. Read at your own risk.

## PDP-1

The PDP-1 is a computer developed by Digital Equipment Corporation. It was released in 1961.

This system scrapes metadata for the “pdp1” group(s) and loads the pdp1 set from the currently selected theme, if available.



### Quick reference

- **Accepted ROM formats:** .zip, .7z, .tap, .rim, .drm
- **Folder:** /userdata/roms/pdp1

#### Emulators

libretro: mame

MAME

### BIOS

No PDP-1 emulator in Batocera needs a BIOS file to run.

### ROMs

Place your PDP-1 ROMs in /userdata/roms/pdp1.

Use Control-Enter or Start to start after loading. Loading may take some time, if the green lights are blinking, it is loading.

Spacewar is two player only, if you only have one controller connected, it will control both ships.

### Emulators

#### RetroArch

RetroArch has [its own page](#).

**libretro: mame**

**libretro: mame configuration**

Standardized features for this core: pdp1.autosave, pdp1.netplay, pdp1.padtokeyboard


<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>Settings that apply to all systems this core supports</b>	
<b>OVERCLOCK (UNSTABLE)</b> global.mame_cpu_overclock	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default default, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.
<b>RENDERING RESOLUTION</b> global.mame_altres	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1600×800 1600×800, 1920×1080 1920×1080, 2560×1440 2560×1440, 3840×2160 3840×2160.
<b>SPECIAL CONTROL LAYOUTS</b> global.altlayout	Controls for 5/6 button games and other unique controls ⇒ Default Only default, SNES Style snes, Genesis/Megadrive Style megadrive, Modern Fightstick Style fightstick, Neo Geo Mini Pad neomini, Neo Geo CD Pad neocd, Twin Stick with Triggers twinstick, Rotated 4-Way Stick (Q*Bert) qbert.
<b>HIGH SCORE PLUGIN</b> global.hiscoreplugin	Enable or disable high score saving ⇒ Enabled (Default) 1, Disabled 0.
<b>COIN SOUND PLUGIN</b> global.coindropplugin	Play a coin drop sound effect when an insert coin button is pressed ⇒ Enabled 1, Disabled (Default) 0.
<b>SHARE MAME ARTWORK</b> global.sharemameart	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) 1, Off 0.
<b>CROP ARTWORK</b> global.artworkcrop	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0.
<b>CUSTOM CONFIG</b> global.customcfg	Use a custom MAME config, do not overwrite config on launch. ⇒ On 1, Off (Default) 0.
<b>OFF-SCREEN RELOAD BUTTON</b> global.offscreenreload	Set gun button 2 to reload. ⇒ On 1, Off (Default) 0.
<b>Settings specific to pdp1</b>	
<b>SOFTWARE LIST</b> pdp1.softList	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, PDP-1 Paper Tape Reader Images pdp1_ptp.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>UI KEYS</b> pdp1.enableui	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.
<b>CUSTOM GAME CONFIG</b> pdp1.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

## MAME

[MAME](#), the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade machines, MAME has since absorbed the sister-project [MESS](#) (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. MAME doesn't use an individual "core" for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a [guide specific to arcade](#) just for it.

### MAME configuration

MAME offers a **Menu** in-game ([HOTKEY] +  or [Tab] on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the [MAMEdev FAQ for that game here](#). For MESS systems specifically, you might find more information on [MESS's wiki](#). All options can also be edited by opening the mame.ini file.

Standardized features available to all versions of this emulator: pdp1.videomode, pdp1.padtokeyboard, pdp1.powermode, pdp1.tdp, pdp1.videomode, pdp1.bezel, pdp1.bezel\_stretch, pdp1.hud, pdp1.hud\_corner, pdp1.bezel.tattoo, pdp1.bezel.tattoo\_corner, pdp1.bezel.tattoo\_file, pdp1.bezel.resize\_tattoo, pdp1.use\_guns, pdp1.use\_wheels, pdp1.wheel\_rotation, pdp1.wheel\_deadzone, pdp1.wheel\_midzone

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all versions of this emulator</b>	
<b>VIDEO MODE</b> pdp1.video	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
<b>VSYNC</b> pdp1.vsync	Fix screen tearing, but may drop frames. ⇒ Off (Default) 0, On 1.
<b>BGFX GRAPHICS API</b> pdp1.bgfxbackend	Depends on video mode being set to BGFX. ⇒ MAME Detect automatic, OpenGL opengl, OpenGL ES gles, Vulkan vulkan.
<b>BGFX VIDEO FILTER</b> pdp1.bgfxshaders	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, CRT Geom Deluxe (RGB) crt-geom-deluxe-rgb, CRT Geom Deluxe (Composite) crt-geom-deluxe-composite, Super Eagle eagle, HLSL hlsl, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>CRT SWITCHRES</b> pdp1.switchres	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
<b>MULTISCREENS</b> pdp1.multiscreens	Play this game on several screens (if available) ⇒ Off 0, On 1.
<b>VERTICAL ROTATION (TATE)</b> pdp1.rotation	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autoror, Rotate 270 autorol.
<b>ARTWORK CROP</b> pdp1.artworkcrop	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) 0, On 1.
<b>CUSTOM MAME CONFIG</b> pdp1.customcfg	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
<b>DATA PLUGIN</b> pdp1.dataplugin	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled 1, Disabled (Default) 0.
<b>OFF-SCREEN RELOAD BUTTON</b> pdp1.offscreenreload	Set gun button 2 to reload. ⇒ On 1, Off (Default) 0.
<b>CROSSHAIR</b> pdp1.mame_crosshair	None ⇒ Disabled (Default) disabled, Enabled enabled, When moving onmove.
<b>Settings specific to pdp1</b>	
<b>SOFTWARE LIST</b> pdp1.softList	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, PDP-1 Paper Tape Reader Images pdp1_ptp.
<b>UI KEYS</b> pdp1.enableui	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.
<b>CUSTOM GAME CONFIG</b> pdp1.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

## Controls

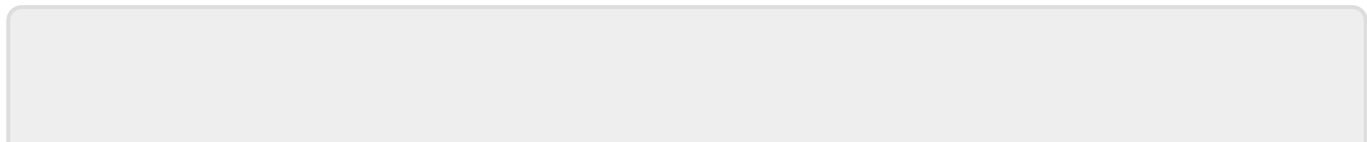
Here are the default PDP-1's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

### Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).



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